

Claims

It is claimed:

1. A method of game play on a gaming machine, the gaming machine including a win meter for displaying value payouts associated with game play outcomes, the method comprising:

(a) initiating a first game on the gaming machine upon detecting a wager from a player to play the first game;

(b) initiating a second game on the gaming machine during game play of the first game;

(c) displaying a first outcome associated with the first game after the second game is initiated; and

(d) displaying a second outcome associated with the second game, the second outcome displayed in response to an option being exercised by the player after the first outcome is displayed.

2. The method of claim 1, further comprising awarding a first value payout to the player if the first outcome is a winning symbol combination, the first value payout displayed on the win meter.

3. The method of claim 1, further comprising displaying an indication of a non-winning symbol combination on the win meter if the first outcome is a non-winning symbol combination.

4. The method of claim 1, further comprising providing the option to the player after initiating the second game.

5. The method of claim 1, wherein initiating the second game comprises accruing a winning outcome based on a predetermined criterion occurring during game play of the first game.
6. The method of claim 5, wherein displaying the second outcome comprises displaying a winning symbol combination associated with the winning outcome, the winning symbol combination yielding a second value payout displayed on the win meter.
7. The method of claim 5, wherein the predetermined criterion includes an occurrence of a pre-selected symbol.
8. The method of claim 5, wherein the predetermined criterion includes an occurrence of a pre-selected symbol combination.
9. The method of claim 5, wherein the predetermined criterion is selected from the group consisting of player data, a promotional event, a predetermined number of wagering games played by the player, a value amount played by the player, a value amount won by the player, a time of day, and a day of the week.
10. The method of claim 5, wherein the predetermined criterion includes a pseudo random generated outcome.
11. The method of claim 1, wherein the second outcome is selected from among a plurality of winning symbol combinations displayed in a wagering game pay table.
12. The method of claim 1, wherein the second outcome is selected from among a plurality of winning symbol combinations displayed in a bonus game pay table.

13. The method of claim 1, wherein the first game is selected from the group consisting of mechanical slots, video slots, video poker, video blackjack, video keno and video bingo.
14. The method of claim 1, further comprising incrementing a number on a display device of an intelligent game button viewable by the player in response to initiating the second game.
15. The method of claim 14, further comprising decrementing the number on the display device in response to the option being exercised by the player.
16. The method of claim 15, wherein exercising the option comprises player selection of the intelligent game button.
17. The method of claim 16, further comprising displaying one of a plurality of variable illumination patterns of the intelligent game button to the player in response to an event.
18. The method of claim 17, further comprising generating an audible indication associated with the variable illumination pattern, the audible indication generated by an electro-mechanical device of the gaming machine.
19. The method of claim 18, wherein the electro-mechanical device comprises an electro-mechanical arm, and wherein the audible indication is generated by actuation of a solenoid of the electro-mechanical arm.
20. A method of game play on a gaming machine, the gaming machine including a win meter for displaying value payouts associated with game play outcomes, the method comprising:

(a) initiating a first game on the gaming machine upon detecting a first wager from a player to play the first game;

(b) initiating a second game on the gaming machine during game play of the first game;

(c) displaying a first outcome associated with the first game after the second game is initiated;

(d) initiating a third game on the gaming machine upon detecting a second wager from the player to play the third game;

(e) displaying a third outcome associated with the third game after the second game is initiated; and

(f) displaying a second outcome associated with the second game, the second outcome displayed in response to an option being exercised by the player after the first and third outcomes are displayed.

21. The method of claim 20, further comprising awarding a first value payout to the player if the first outcome is a winning symbol combination, the first value payout displayed on the win meter.

22. The method of claim 20, further comprising displaying an indication of a non-winning symbol combination on the win meter if the first outcome is a non-winning symbol combination.

23. The method of claim 20, further comprising awarding a third value payout to the player if the third outcome is a winning symbol combination, the third value payout displayed on the win meter.

24. The method of claim 20, further comprising displaying an indication of a non-winning symbol combination on the win meter if the third outcome is a non-winning symbol combination.
25. The method of claim 20, further comprising providing the option to the player after initiating the second game.
26. The method of claim 20, wherein initiating the second game comprises accruing a winning outcome based on a predetermined criterion occurring during game play of the first game.
27. The method of claim 26, wherein displaying the second outcome comprises displaying a winning symbol combination associated with the winning outcome, the winning symbol combination yielding a second value payout displayed on the win meter.
28. The method of claim 20, wherein the first game and the third game comprise a wagering game.
29. The method of claim 28, wherein the wagering game is selected from the group consisting of mechanical slots, video slots, video poker, video blackjack, video keno and video bingo.
30. The method of claim 20, further comprising incrementing a number on a display device of an intelligent game button viewable by the player in response to initiating the second game.
31. The method of claim 30, further comprising decrementing the number on the display device in response to the option being exercised by the player.

32. The method of claim 31, wherein exercising the option comprises player selection of the intelligent game button.
33. The method of claim 32, further comprising displaying one of a plurality of variable illumination patterns of the intelligent game button to the player in response to an event.
34. The method of claim 33, further comprising generating an audible indication associated with the variable illumination pattern, the audible indication provided by an electro-mechanical device of the gaming machine.
35. A game button on a gaming machine, the game button comprising:
a sensor;
a first printed circuit board;
a first plurality of light emitters fixedly coupled to the first printed circuit board; and
a microcontroller mounted to the first printed circuit board and operatively coupled to the sensor and the first plurality of light emitters, the microcontroller including a microprocessor and a memory coupled to the microprocessor.
36. The game button of claim 35, wherein the sensor is selected from the group consisting of a micro-switch, a Hall-effect sensor, an optic sensor, an eddy current sensor, a resistive sensor, a piezo sensor, and a strain gage sensor.
37. The game button of claim 35, further comprising a button chassis coupled to the first printed circuit board.

38. The game button of claim 37, wherein the button chassis is configured with a raised edge, and wherein the button chassis is formed of a transparent material enabling player viewing of a plurality of variable illumination patterns of the first plurality of light emitters through the raised edge.

39. The game button of claim 38, further comprising a button face assembly, the button face assembly sized to fit within an area bounded by the raised edge of the button chassis.

40. The game button of claim 39, further comprising:

- a plunger-spring assembly positioned between the button face assembly and the button chassis, the plunger-spring assembly sized to fit within the area bounded by the raised edge of the button chassis;

- a second printed circuit board coupled to the plunger-spring assembly;

- a second plurality of light emitters fixedly coupled to the second printed circuit board; and

- an inter-board connector electrically coupling the second printed circuit board to the first printed circuit board.

41. The game button of claim 40, wherein the first plurality of lights emitters and the second plurality of light emitters comprise surface mounted light emitting diodes.

42. The game button of claim 40, further comprising a display device mounted on the second printed circuit board, the display device adapted to display game information to the player.

43. The game button of claim 42, wherein the display device comprises a two seven-segment light emitting diode display.

44. The game button of claim 42, wherein the button face assembly comprises:

an illuminator plate coupled to the second printed circuit board, the illuminator plate having a first display aperture disposed therein sized to allow the display device to display game information;

a transparent lens cap; and

a legend plate positioned between the transparent lens cap and the illuminator plate, the legend plate having a second display aperture disposed therein sized to allow the display device to display game information.

45. The game button of claim 35, wherein the microcontroller is operatively coupled to a controller of the gaming machine.

46. A method of operating a game button on a gaming machine, the game button including a microcontroller and a plurality of light emitters coupled to the microcontroller, method comprising:

detecting an event; and

in response to the event, causing a variable illumination pattern of the plurality of light emitters to be displayed to a player of the gaming machine.

47. The game button of claim 46, wherein the event comprises receiving an indication of a player selection of the game button.

48. The game button of claim 46, wherein the event is selected from the group consisting a base game play event, a bonus game play event, a time of day, a day of a week, a promotional activity, a local activity, an identity of the player, a game selection made by the player and a selection made by a casino operator.

49. The game button of claim 46, wherein the event comprises receiving a signal from a controller of the gaming machine.

50. The game button of claim 46, further comprising transmitting a signal to a controller of the gaming machine in response to the event.

51. A method of gaming machine operation, the gaming machine including an electro-mechanical device and a controller having processor and a memory operatively coupled to the processor, the method comprising:

allowing a player to make a wager for game play on the gaming machine;

causing game play images associated with the game play to be displayed on a display device of the gaming machine;

causing the electro-mechanical device to generate an audible indication, the audible indication notifying the player of a game play occurrence; and

determining a value payout associated with an outcome of the game play.

52. The method of claim 51, wherein the audible indication is generated by actuation of a solenoid of the electro-mechanical device.

53. The method of claim 52, wherein the audible indication comprises a clicking sound.

54. The method of claim 51, further comprising illuminating a light source of the gaming machine in conjunction with generating the audible indication.